

The **Amendments to the Claims** begin on Page 2.

The **Remarks** begin on Page 6.

In The Claims:

1. (Currently Amended) A method for playing an interactive distributed game, the method comprising:

transmitting a play prediction to a scoring database on a game server;

determining an actual play outcome;

transmitting an actual play outcome representation to a remote terminal;
and

scoring said play prediction based on said actual play outcome.

2. (Original) The method of claim 1, including transmitting said play prediction and determining said actual play outcome for a sporting event.

3. (Currently Amended) A method for playing an interactive distributed game, the method comprising:

receiving a next play prediction for a sporting event at a scoring database on a game server;

determining an actual play outcome for said sporting event;

transmitting an actual play outcome representation; and

scoring said play prediction based on said actual play outcome.

4. (Currently Amended) The method of claim 3, including transmitting said next play prediction to said scoring database using a remote terminal.

5. (Original) The method of claim 4, including storing said next play prediction locally on said remote terminal.

6. (Original) The method of claim 3, including storing said next play prediction on said scoring database.

7. (Original) The method of claim 3, including transmitting said actual play outcome representation to a remote terminal.

8. (Original) The method of claim 3, wherein receiving said next play prediction comprises receiving at least one of a yardage prediction and a scoring prediction.

9. (Original) The method of claim 3, wherein transmitting comprises at least one of transmitting over a network, transmitting over a radio channel, and transmitting over a television channel.

10. (Original) The method of claim 3, wherein scoring comprises awarding points when said next play prediction is a correct yardage prediction.

11. (Original) The method of claim 10, wherein scoring further comprises awarding points when said next play prediction is a correct scoring prediction.

12. (Original) The method of claim 3, further comprising transmitting a defensive play outcome representation and scoring said defensive play outcome.

13. (Original) The method of claim 3, further comprising transmitting video of said sporting event.

14. (Original) The method of claim 3, further comprising transmitting auxiliary information.

15. (Original) The method of claim 3, further comprising transmitting text information.

16. (Original) An interactive distributed game comprising:

a game server adapted to determine a play-stopped-state and receive a next play prediction during a submit-prediction-mode over a communication interface; and

a remote terminal adapted to submit said next play prediction to said game server, the remote terminal responsive to an actual play outcome representation to update a participant score based on the actual play outcome and said next play prediction.

17. (Original) The interactive distributed game of claim 16, further comprising a scoring database storing a participant score in a scoring memory.

18. (Original) The interactive distributed game of claim 16, wherein said next play prediction is one of a yardage prediction and a scoring prediction.

19. (Original) The interactive distributed game of claim 16, wherein said remote terminal is further responsive to a defensive play outcome to update the participant score.